

a<sup>1</sup> center piece. The center piece is a hollow container containing a magnet which may move during the game. Players score by landing a playing piece as close as possible to the center piece.

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Paragraph 0008

a<sup>2</sup> In other embodiments, more than one general scoring area may be provided and may be associated with different numbers of points or different rules for successfully positioning a scoring piece. For example, in a game based on football, an end zone scoring area may be used for touchdowns and a field goal standard scoring areas may be used for field goals.

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Paragraph 0010

a<sup>3</sup> In another embodiment, only the blocking pieces and scoring pieces may be provided with a magnetic layer. The game board may be formed of a magnetically transparent material and may be attached to a support using external magnets, tape, glue, clips or other fastening devices. Preferably, the support is capable of being attached to a magnet. The blocking and scoring pieces may then be positioned on the game board, where they will become attached to underlying support and will thus remain in a fixed position on top of the game board.

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Paragraph 0022

a<sup>4</sup> Figure 3b is a cross-sectional view of another alternative embodiment of a game board 22" according to the present invention. Game board 22" has a top layer 44" on which an image that defines a general scoring area, such as net 28, may be printed or formed. Game board 22" does not have a magnetic layer. Game board 22" may comprise a sheet of paper, cardboard, wood, metal, plastic or another suitable material onto which net 28 may be been printed or formed. Game board 22" may be attached to a support by the other attachment means such as magnets, tape, clips, glue or a fastening device such as screws or staples. Game board 22" may be attached to a magnetic support using one or more external magnets. The magnetic support need not itself be magnetized, but need only be capable of magnetic attachment with the external magnets. Alternatively, game board 22" may be used by positioning it on a

a4 support, such as a table or floor or other surface, without attaching game board 22" to the support.

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Paragraph 0025

a5 Reference is next made to Figures 4 and 5 which illustrate game 20 in use. Blocking piece 24 and scoring piece 60 have been positioned on game board 22. Scoring piece 62 has been positioned on top of blocking piece 24 and scoring piece 56 has been positioned partially on blocking piece 24 and partly directly on game board 22. Blocking piece 24 is held onto game board 22 by a magnetic attraction between their respective magnetic base layers 52 and 46. Similarly, scoring pieces 60, 62 and 64 are held onto blocking piece 24 and game board 22 by a magnetic attraction between their magnetic base layers 56 and the magnetic base layers 46 and 52 of blocking piece 24 in game board 22.

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Paragraph 0028

a6 If an alternative embodiment of game board 22 that does not have a magnetic base layer is being used, then game board 22 may be held on a non-horizontal support by separate magnets, clips, pins, tape or other attachment or fastening devices. A first player then positions blocking piece 24 by tossing it at game board 22. In doing so, the first player attempts to cover as much of general scoring area 30 as possible with blocking piece 24. The portions of general scoring area 30 which are not covered by blocking piece 24 are defined as a specific scoring area 70. Specific scoring area 70 may have only one section or it may consist of discontinuous portions of general scoring area 30, as is illustrated in Figure 4, depending on how blocking piece 24 is positioned. A second player then positions scoring pieces 26 by tossing them onto game board 22 and/or blocking piece 24. In doing so, the second player attempts to throw scoring pieces 26 so that they are entirely within specific scoring area 70. The second player may be allotted any selected number of scoring pieces 26. When the second player has completed tossing all of the allotted scoring pieces 26, the number of scoring pieces 26 positioned entirely within specific scoring area 70 is counted and the second player is awarded a corresponding number of points. In the configuration illustrated in Figure 4, scoring piece 60 is positioned entirely within specific scoring area 70 and accordingly will score a point for the second player. Scoring piece 62 is

positioned entirely on top of blocking piece 24 and is therefore not within specific scoring area 70 and does not score a point for the second player. Scoring piece 64 is positioned partially within specific scoring area 70. According to the rules set out above, scoring piece 26 does not score a point for the second player. In an alternative method of using game 20, a point may be allotted for a scoring piece which is partially within specific scoring area 70 and in such a case, scoring piece 26 would score a point for the second player.

ab Paragraph 0029

The players may alternately take turns in positioning blocking piece 24 and scoring pieces 26 and may compete to determine which player can score the greater number of points using the allotted number of scoring pieces 26 during a single turn or over a selected number of turns. Game 20 may be used to loosely emulate a hockey game by allowing each player to have three turns corresponding to the three periods of a standard professional hockey game. If the players are tied at the end of the three periods, an overtime period may be used to break the tie.

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Paragraph 0031

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a Reference is next made to Figure 6, which illustrates a game 120 according to a second embodiment on a present invention. Game 120 incorporates a game board 122, two blocking pieces 124a and 124b and a plurality of scoring pieces 126a to 126h. Game board 122 has two hockey nets, 128a and 128b depicted on it at opposite ends 172 and 174 of game board 122.

a The blocking pieces 124 and scoring pieces 126 depict two teams of hockey players. The first team, which is shown with black jerseys, comprises blocking piece 124a and scoring pieces 126a to 126d. The second team, which is shown with white jerseys, comprises blocking piece 124b and scoring pieces 126e to 126h. Game 120 may be used by two players who may sit or stand adjacent to the opposite ends 172 and 174 of game board 122. Each player selects one of the two teams of hockey players and positions the respective blocking piece 124 from his set of game pieces onto the net closest to him. As in game 20, the position of each blocking pieces 124a and 124b defines specific scoring areas 170a and 170b. The players then alternately attempt to position one of their scoring pieces 126 in the other player's specific scoring area 170a or 170b. In game 120, each player is allotted four scoring pieces. All four scoring pieces

a? from the first team have been tossed by the first player. Scoring pieces 126a and 126c are outside of the specific scoring area 170b since they are at least partially outside of net 128b and therefore will not score a point for the first player. Scoring piece 126b will not score a point for the first player since it is positioned partially on top of blocking piece 124b. The first player will score a point for positioning scoring 126d entirely within specific scoring area 170b. The second player has thrown only three of his four scoring pieces and each of scoring pieces 126e, 126f and 126g is contained entirely within general scoring 170a. Accordingly, the second player has scored three points. The second player also has one remaining scoring piece 126h.

#### Paragraph 0032

Reference is next made to Figure 7, which illustrates a game 220 in accordance with a third embodiment of the present invention. Game 220 includes a game board 222 with a pair of soccer nets 228 at its opposite ends 172 and 174, a pair of blocking pieces 224a and 224b and a number of scoring pieces 226a – 226d. Soccer net 228a has a general scoring area delimited by its posts 232, 234, crossbar 236 and goal line 238. Game board 222 has a decorative center line 274 and kick-off circles 276 and 278. Such decorative elements increase the resemblance between game board 222 and a soccer field. Similar decorative elements could be added to game boards 22 or 122 to increase their resemblance to a hockey rink.

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#### Paragraph 0035

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a Reference is made to Figure 8, which illustrates a game 320 according to a fourth embodiment of the present invention. Game 320 has a game board 322 with a basketball net 328 depicted on it. The entire area of net 328 defines a general scoring area. Game 320 includes two differently shaped blocking pieces 324a and 324b, which have been positioned on game board 322 by a first player to define a specific scoring area 370. Game 320 also includes a number of scoring pieces 326a – 326c. In game 320, a scoring piece is considered to successfully positioned by the second player if it is partially within the specific scoring area but not on any of the blocking pieces 326. Accordingly, scoring pieces 326a and 326b are successfully positioned. However, scoring piece 326c is not successfully positioned since it partially overlaps blocking piece 324b.

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